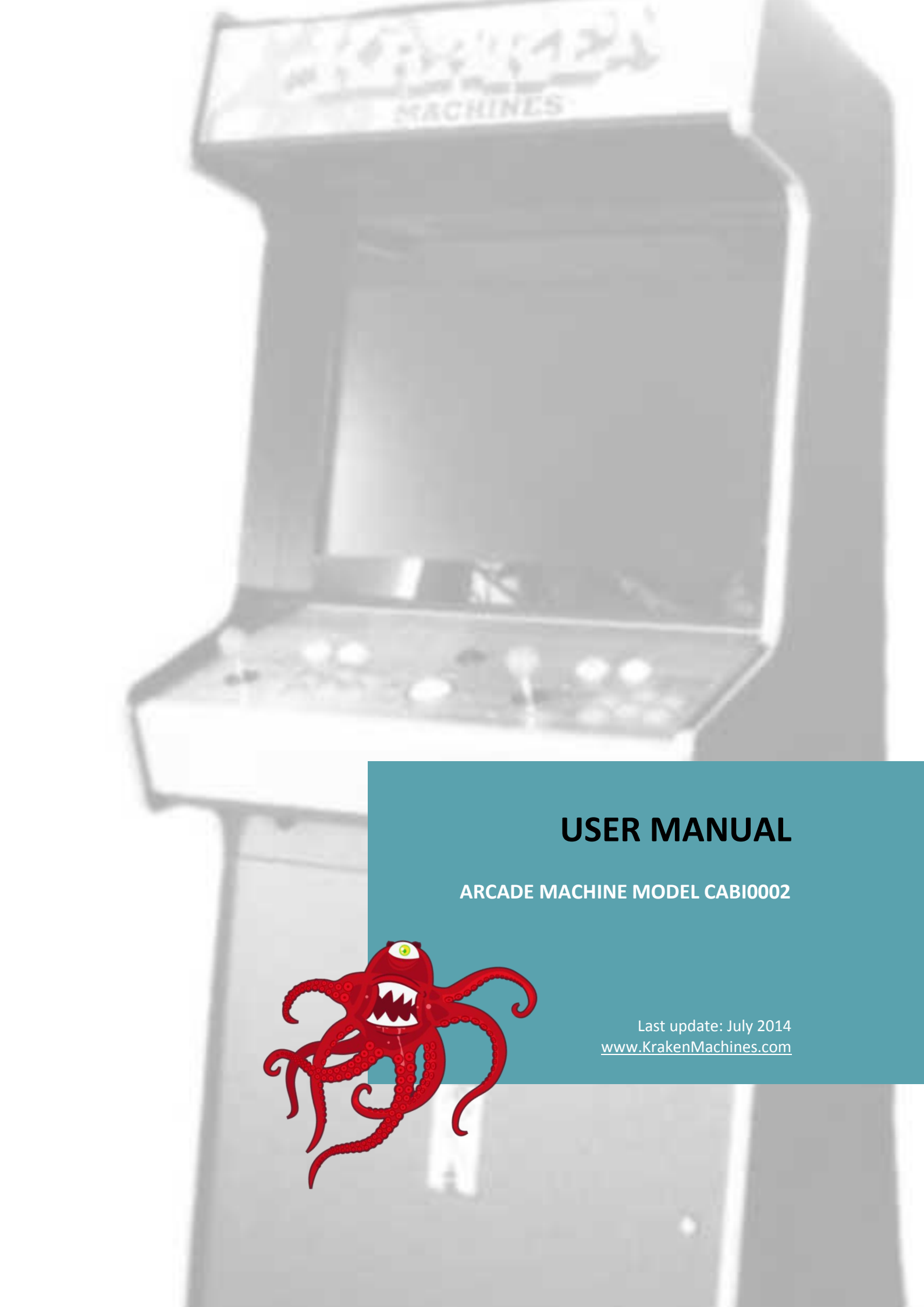

USER MANUAL

ARCADE MACHINE MODEL CABI0002

Last update: July 2014

www.KrakenMachines.com

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1. CONTENTS OF THE PACKAGE

Inside the box you should have:

- An arcade machine model CABI0002
- A standard continental Europe power cord
- Two keys to access the machine interior (the same keys open the front and back locks)
- A small manual from the manufacturer about the configuration of the gaming motherboard: in this manual there is a lot more detail about the machine, so we recommend you read this one instead
- Purchase documents

This manual can be found in digital format along with other help resources at http://www.krakenmachines.com/en/content/10-user-manuals-and-other-resources

2. MACHINE PARTS

The machine consists of a wooden cabinet with a monitor and keyboard on the front, two doors with a lock (a back door to access the monitor and a front door with the coin collecting mechanism that lets you access the board and collect the introduced coins) as well as a connector for the power cord and the on/off button. Both doors are opened with the same key (we provide two copies of this key). The following section describes each of these parts.

The Machine

The machine has the following look and measures. The height is measured from the highest part of the machine.
At the top, the machine has a neon sign, two stereo speakers above the monitor under this sign and the monitor.

The Keyboard

This machine has controls for two players. Each player has a "1P" (1 "player") button or "2P" (2 "players") button to start the game, a joystick and 6 blue and red buttons. In the central zone there is a while ball called "trackball" that has the function of a mouse and allows you to play some games (like "Arkanoid") and a black button that allows you to enter the "free play" mode. The following figure shows the controls and their names.

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There is an additional "free play" button less visible at the bottom of the keyboard.

The Back Part

The back part has these elements:

- A lock to put one of the keys in and access the monitor. It is not necessary to access the monitor for the normal operation of the machine.
- The connector to plug the power cord in.
- The power button. When the '0' is pressed down, the machine is off and when the '1' is pressed down, the machine is on.
- Handles on the back to move the machine with the help of two wheels that are also at the lower rear of the machine.

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The Interior (back part)

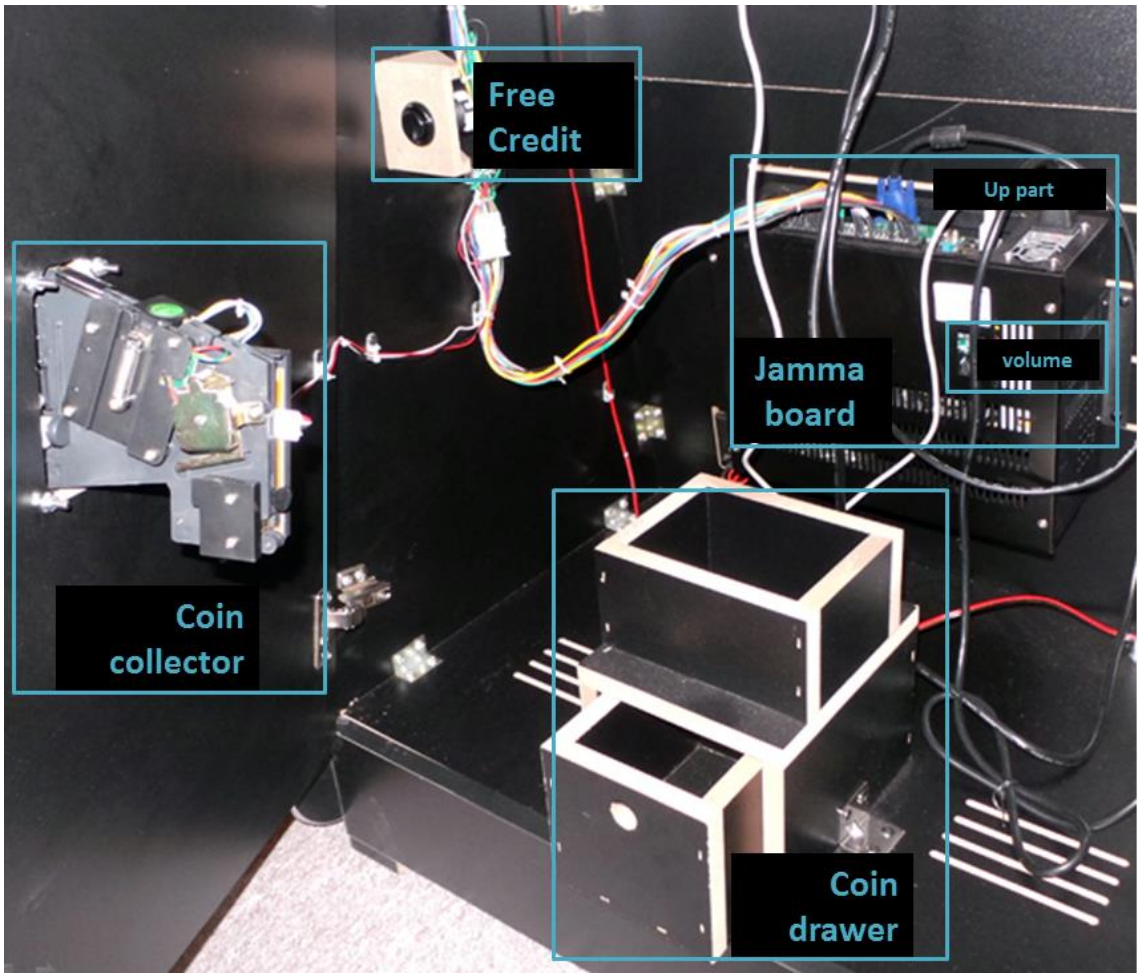
It is possible to open the upper door from the back part and reach the interior of the machine with either of the two keys that are included in the package. It is important not to allow children or other people to access the interior since they could suffer an accident and/or could disconnect any of the elements and cause the machine to shut down.

Opening the back door of the machine (at its top part) you will access the rear of the monitor which shows the games. You do not need to access it for the machine to operate normally, so the machine can be put against a wall.

The Interior (front part)

It is possible to open the front door and reach the interior of the machine with either of the two keys that are included in the package. It is important not to allow children or other people to access the interior since they could suffer an accident and/or could disconnect any of the elements and cause the machine to shut down.

The interior of the machine has the following elements:



- The coin collecting mechanism, located at the door, whose configuration is explained below.

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- A box to collect the coins inserted through the coin collector.
- Free credit button. If pressed, you can play as if you had entered coins. The "free play" button will always be enabled even if you are using the coin collector since it is protected inside the lockable door.
- The Jamma board in which all games are stored. This board has various controls described below.

The Jamma board

The Jamma board has the following controls at the top:

- A set of 4 switches on the left side called "SW2" to set up the coins needed to play, as explained below.
- A set of 4 switches on the right side called "SW1" to access some settings, as explained in Machine configuration.
- A button ('K1') to enter the setup mode of the machine ("setting mode") as explained in the section Machine configuration.
- You do not need to touch the other connectors and cables to set up anything on the machine.

In the front of the machine there are two small wheels to control the **volume** of each of the speakers ('R' for the right speaker and 'L' for the left speaker). You need to use a small screwdriver to turn the wheels more comfortably.

Coin Collecting Mechanism

This device allows the insertion of coins from all parts of the world, or even plastic chips, to access the games. It is necessary to set it up to use a particular type of coin.

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You will only need to set up the machine with the configuration shown below if you are going to use the machine with coins. If you do not want to use coins, the "free play" button at the centre of the keyboard allows you to add credits without entering coins.

Configuration is done in two steps:

1. Define which type of coin the mechanism will accept as payment. This configuration is done physically in the mechanism introducing one sample coin. You can see a detailed step by step guide in the following web page.

Do not use small coins since they could get stuck in the mechanism. If your currency is Euro, use 10-cent coins or higher. If your currency is Pounds, use five pence coins or higher. If a coin gets stuck, insert an accepted coin to help the stuck coin to get out.

2. Configure how many credits will value each of the accepted coins defined. To set up how many coins you need to enter by game you need to use the switches identified as "SW2" (left side of the Jamma board) taking into account the following configuration:

Number of coins	Credits	Switch 3	Switch 2	Switch 1
1 coin	1 credit	OFF	OFF	OFF
1 coin	2 credits	ON	OFF	ON
1 coin	3 credits	ON	ON	OFF
1 coin	4 credits	ON	ON	ON
1 coin	1 credit	OFF	OFF	ON
2 coins	1 credit	OFF	ON	OFF
3 coins	1 credit	OFF	ON	ON

The factory settings correspond to 1 coin per credit. Switch 4 is not necessary.

The image shows the "SW2" settings for the "1 coin = 2 credits"mode, i.e.: ON-OFF-ON. Switch 4 can have any value, since it is not used. In the image it has the value OFF.

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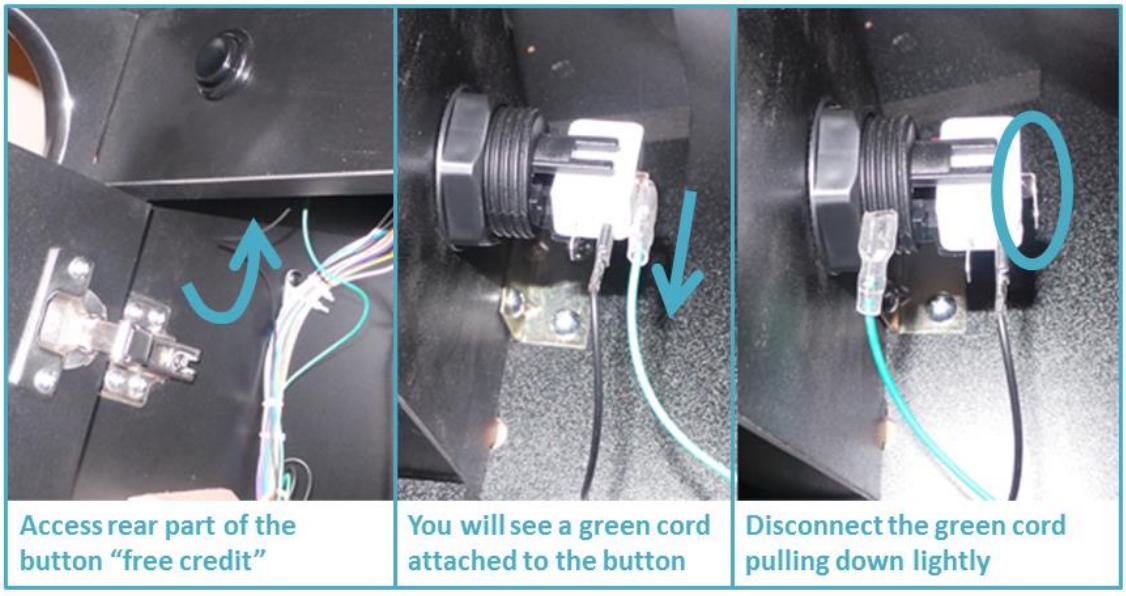
If you want to use the machine with the coin collecting mechanism you should disable both "free play" buttons located at the keyboard and its back part. For that, you need to disconnect them physically with care.


Access rear part of the button “free credit”
You will see a green cord attached to the button
Disconnect the green cord pulling down lightly

You can set it up to ask for the insertion of a coin in order to be able to navigate the list of games or to insert the coin only when you choose a specific game. For that, you have to use switch number 1 in “SW1”. If it is set to OFF (default), you will need to insert a coin to choose a game. If it is set to ON (default), you will only need to insert a coin when you have chosen a game to play.

About the “SW1”, these are the options it has:

Switch	ON	OFF
Switch 1	You only need to insert coins when you are going to play	You need to insert coins to navigate the list of games and choose one
Switch 2	To **exit the game** you need to hold the '1P' button for a few seconds.	To **exit the game** you need to hold the '1P' and '1Ps1' buttons for a few seconds.
Switch 3	**Monogame**: Players can only play a game, as in classic machines	**Multigame**: The machine allows players to choose between any of the games
Switch 4	**Setting mode**: To go to the machine configuration	**Game mode**: This switch should be in the OFF position to play

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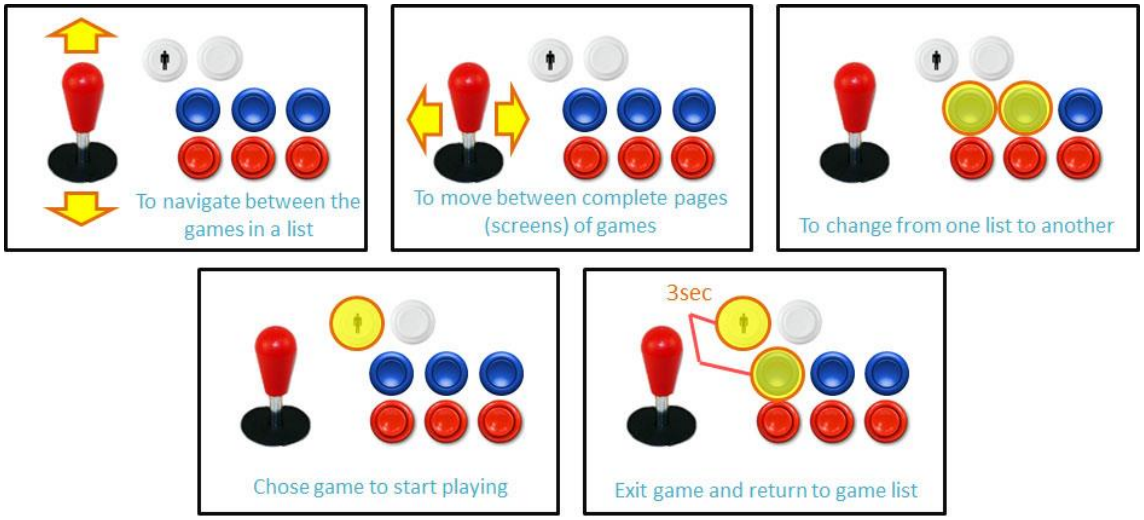
3. HOW TO PLAY?


To navigate between the games in a list
To move between complete pages (screens) of games
To change from one list to another
Chose game to start playing
3sec
Exit game and return to game list

Make sure the machine is plugged in and the power switch is pressed down in the '1' position. Insert a coin (of those you have set as valid) or press the "Free Play" button.

Use the joystick for player '1P' to move up or down in the list of available games that appear on the left side.

If you move the joystick to the left or to the right you will go to the next or the previous game list, respectively. When you have the pointer on any of them, an image of the game and a small description will be displayed on the right side.

The games are classified by type. For example: "Maze", "Stages" or "Wrestle". You can browse through listings of types of games by pressing the '1Ps1' and '1Ps2' buttons to move towards a type or another in one direction or the opposite.
To play the selected game, press the '1P' button.

Each game requires different controls (the joystick, the trackball and some or all of the buttons). The controls you have to use are explained in each of the games.

Inside any of the games you can simultaneously press the "1P" and "1Ps1" buttons for a couple of seconds to quit the current game list and see another one.

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4. MACHINE CONFIGURATION

The machine is already set up with default parameters that are valid for normal functioning. Access the set up only if you need to modify some of the parameters that are listed below.

Single game mode

The arcade machine can operate in "single game" mode so you can only play one of those games installed, as in the classic arcade machines. This mode is especially useful when you want to use the machine in a bar and not allow players to select the game they wish to play, for example. The chosen game can be changed every day or week.

To enter this mode you have to activate (turn to ON) switch 3 from the "SW1" group of switches. When the machine starts, you will be able to browse the games menu normally and select the game you want to play. Once in the game there is no way to exit it and return to the menu. You can play the same game until you run out of credits. The only way of exiting the game and return to the game list is by rebooting the machine or turning switch 3 again to OFF.

Basic settings

The basic configuration of the machine is done by pressing the 'K1' button at the Jamma board from the list of games at display.
Pressing this button displays the following screen:

The available options are as follows:

- **Video Mode**: With this option you can choose the video mode. The available modes are VGA, NTSC, PAL and SEGA. The normal setup is the VGA mode.
- **GameList Setting**: To access the edit mode for the game listings.
- **Config Files**: The menu to write or retrieve setup files. It is used in the advanced configuration mode, as discussed below.
- **Language Setting**: To change the language between English and Chinese. We do not recommend using it.
- **Update System**: Advanced settings to update the games of the machine. We do not recommend using it.
- **Exit**: To exit the settings.

Advanced settings

The advanced settings are used for various functions of the machine and is context dependent (i.e. where you are at all times). To access the advanced settings, press switch number 4 from the "SW1" group of switches.
When the switch is turned to OFF, there is no configuration mode.

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When the switch is turned to ON, the machine is in configuration mode and the buttons have different behaviours depending on whether you are accessing the list of games or if a game has been selected.

Changing the visible list of games in the game screen

To change the list of games you have to access the basic configuration (explained above) and select the option **GameList Settings**. For that:

- Press the 'K1' switch or button at the Jamma board.
- Select the option **GameList Settings** and, on the next screen, select the option **Show/Hide GameList**, which allows access to the categories of the lists of games available on the machine:

The list of default categories is: **All**, **Stage** (platformers), **Flying**, **Wrestle**, **Maze**, **Vertical**, **Adult**, **Sport**, **Misc**. and **Special**.
The categories **All**, **Vertical** and **Adult** are hidden by default.
The games in each list are built in the machine straight from the factory, but can be changed as will be seen later.

- For a list to appear in the main game listing, the box near the name of the list must be black. To hide it, it must be grey. To change this colour you must move the Player 1 joystick to the desired list and press the '1P' button for it to change colour.
- Go back to the **Exit** option with the Player 1 joystick and press '1P' to exit this menu.
- Select the option **Game Current GameList** to save the changes.

NOTE: The option **Restore GameList** allows the use of sets of lists that were there before changes were made, while **Restore Default GameList** leaves the machine with the factory settings again.

- Select the option **Back To Main Menu** to exit this part of the settings.
- Select **Exit** to exit the basic configuration.

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Remove a particular game from a game list

The machine allows you to edit the lists of games described above, in order to eliminate from them the games you are not interested in or to change games between lists.
For that, you have to do as follows:

- Turn switch 4 from the "SW1" group to ON. With this, the machine will enter the configuration mode.
- With the Player 1 joystick, find the game you want to remove from the list. Press the '1Ps4' button and the game will disappear:

Wrestle
Game 4 of 116 selected
Game King
3D_Beastorizer<US>
3D_Star Gladiator
3D_Star Gladiator 2
3D_Street Fighter EX2 <Japan>
3D_Street Fighter EX2 PLUS <US>
3D_Street Fighter EX2 <Asia>
3D_Toshinden 2
Aggressors of Dark Kombat / Tohkaiden GANGAN...
Turn 1P joystick up or down to select games in order,left or right to select games by page.1P A or B to change game list. 1P START to launch game, Hold 1P START(&1P A)fot 3 seconds to exit from game.Please insert coins and enjoy now!

Wrestle
Game 4 of 115 selected
Game King
3D_Beastorizer<US>
3D_Star Gladiator
3D_Street Fighter EX2 PLUS <US>
3D_Street Fighter EX2 <Asia>
3D_Toshinden 2
Art of Fighting
Turn 1P joystick up or down to select games in order,left or right to select games by page.1P A or B to change game list. 1P START to launch game, Hold 1P START(&1P A)fot 3 seconds to exit from game.Please insert coins and enjoy now!

- Press the '1Ps3' button to enter the system menu you already know. This menu is the same you access when you press the 'K1' button at the Jamma board.
- Select the option **GameList Settings** to enter the menu of the game listings.
- Select the option **Save Current Game List** to save the changes (the game that has just been erased).
- Select the option **Back To Main Menu** to go back to the main menu.
- Select the **Exit** option to exit this setup.
- Turn switch 4 from the “SW1” group to OFF again.

IMPORTANT: Make sure you are not erasing a game from the **All** list (the one containing all the games). In the figure above, a game from **Wrestle** list (containing 116 games) is being deleted.

Recovering a deleted game from a list within the All list

To recover a game from the **All** list (containing all games) to one of the defined lists, follow this process:

- Turn switch 4 from the "SW1" group to ON. With this, the machine will enter the configuration mode.
- Press the '2Ps2' button to access the game listings menu. Select the list **All Games** using the Player 1 joystick and pressing the '1P' button. You will access the list containing all the games:

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Special
Game 1 of 1184 selected
Game King
1945Plus
All Games
Stage Games
Flying Games
Wrestle Games
Maze Games
Vertical Games
Adult Games
Sport Games
Misc. Games
Turn 1P joystick up or down to select games in order,left or right to select games by page.1P A or B to change game list. 1P START to launch game, Hold 1P START(&1P A)fot 3 seconds to exit from game.Please insert coins and enjoy now!

All
Game 8 of 1940 selected
Game King
1942
1943
1943kai
1944
1945
1945Plus
19xx
2 On 2 Open Ice Challenge
Turn 1P joystick up or down to select games in order,left or right to select games by page.1P A or B to change game list. 1P START to launch game, Hold 1P START(&1P A)fot 3 seconds to exit from game.Please insert coins and enjoy now!

The list of all the games is similar to that shown in game mode, but when the configuration mode is active, it behaves differently.

- Select the game you wish to move from the **All** list to the target list and press the '1Ps3' button. In the image above, the game "1944" was selected, and after clicking the button '1Ps3' a prompt will ask you which list you want to move the game to:

Special
Game 1 of 1185 selected
Game King
1944
1945Plus
2 On 2 Open Ice Challenge
3D_Star Gladiator
3D_Street Fighter EX2PLUS<US>
Turn 1P joystick up or down to select games in order,left or right to select games by page.1P A or B to change game list. 1P START to launch game, Hold 1P START(&1P A)fot 3 seconds to exit from game.Please insert coins and enjoy now!

- Select the list where you want to move the game to with the Player 1 joystick and press the '1P' button. In the example image, this list is **Special Games**. After pressing the '1P' button, the game appears on the list.
- Press the '1Ps3' button to enter the system menu you already know. This menu is the same you access when you press the 'K1' button at the Jamma board.
- Select the option **GameList Settings** to enter the menu of the game listings.
- Select the option **Save Current Game List** to save the changes (the game that has just been put in other list, in this example).
- Select the option **Back To Main Menu** to go back to the main menu.
- Select the **Exit** option to exit this setup.
- Turn switch 4 from the “SW1” group to OFF again.

Advanced settings: Game setup

The original arcade games were unique for each machine sold. Thus, the configuration of its operation was done in two different ways:

1. **On-screen configuration**: This configuration usually was to test the hardware of the game and any other similar settings. It depends on each game.

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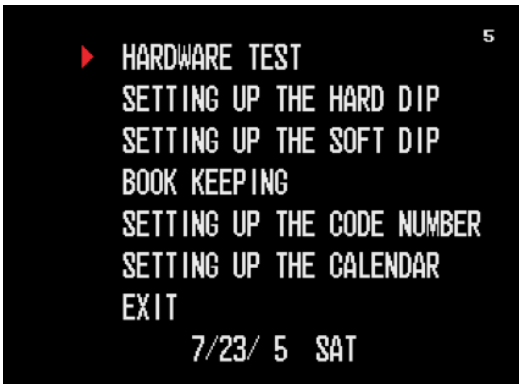
2. **Hardware configuration**: All original arcade machines had a number of low-level configuration switches, such as how the coin box would work (coins per credit) or even the number of lives for each credit entered. This configuration also depends on the game and the game being more or less modern.

Here's how to make use these settings if necessary, although it is not a recommended configuration because all the games are included with the most common factory settings.

To access the *on-screen configuration* of any game, you have to do as follows:

- Turn switch 4 from the "SW1" group to ON. With this, the machine will enter the configuration mode.
- Select the game you want to modify using the Player 1 joystick and then the '1P' button. In the following example images, the game “Metal Slug 3” is used.
- Press the '1Ps5' button to enter the screen configuration mode of the game.
- Use the Player 1 joystick to select the option and the '1P' button to change it.
- Select the **Exit** option to go back to the game.



- Press the '2Ps6' button to go back to the list of games.

NOTE: When you set up some games this way, an additional menu with more options will appear due to the emulation. If this happens, select the option **Quit Game** using the Player 1 joystick and the '1P' button.

Optional settings, to save the changes for the future:

- Press the '2Ps3' button to enter the configuration menu you already know.
- Using the Player 1 joystick and the '1P', select the option **Config Files**.
- Select the option **Save Configuration** and press the '1P' button.
- Select the option **Back To Main Menu** to go back to the main menu.
- Select the **Exit** option to exit this setup.
- Turn switch 4 from the “SW1” group to OFF again.

If you wish to change the *hardware configuration* of a game to emulate changes in the switches of the original board, you have to follow this process:

- Turn switch 4 from the "SW1" group to ON. With this, the machine will enter the configuration mode.

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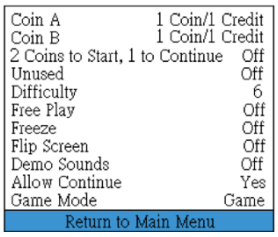
- Select the game you wish to modify using the Player 1 joystick and then the '1P' button. In the following image examples, the game Street Fighter II is shown.
- Press the '1Ps6' button to enter the configuration mode of the game in the emulator.
- Using the Player 1 joystick and the '1P' button, enter the option **Dip Switches**. It is not recommended to make any changes to other settings as this could change the behaviour of the game.



Change the desired settings by moving the Player 1 joystick up and down (to select the option) and from left to right (to select the value of the option). As you can see in the image on the left, there are different characteristics that can be changed:

- Select the option **Return to Main Menu** and press the '1P' button to go back to the previous menu.
- Select the option **Return to Game** to exit this configuration menu.
- Press the '2Ps6' button to go back to the list of games.

NOTE: When you set up some games this way, an additional menu with more options will appear due to the emulation. If this happens, select the option Quit Game using the Player 1 joystick and the '1P' button.

Optional settings, to save the changes for the future:

- Press the '2Ps3' button to enter the configuration menu you already know.
- Using the Player 1 joystick and the '1P', select the option **Config Files**.
- Select the option **Save Configuration** and press the '1P' button.
- Select the option **Back To Main Menu** to go back to the main menu.
- Select the **Exit** option to exit this setup.
- Turn switch 4 from the “SW1” group to OFF again.

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5. GAMES INCLUDED

More than 2000 original 8 and 16 bit games, with their licence, for 1 or 2 players. Essential titles like Tetris or Pac-Man, great sagas like Metal Slug, Street Fighter or KOF, legends like the original PuckMan... you won't get bored!

You can see the whole list at http://www.krakenmachines.com/en/content/19-list-of-2019-classic-arcade-games.

6. IF YOU HAVE ANY PROBLEM

If you have any problem, see the Manuals and Resources section at http://www.krakenmachines.com/en/content/10-user-manuals-and-other-resources.

Or contact us through any of the channels listed on the 'Contact' section http://www.krakenmachines.com/en/contact-us.

7. WHO ARE WE?

Kraken Machines is an on-line store from the company Amonite Labs S.L. that sells classic arcade machines with different models and original games.

Ammonite Labs was founded in 2013 for the on-line sale of different types of products but with a clear objective: to meet the needs of our customers through quality products taking maximum care of the whole process.

OFFER THE BEST PRODUCT

We select the best machine manufacturers, take care of the design and make sure the games are original. We care to provide various models for you to find the one that best fits your space and budget.

WITH THE HELP YOU NEED

We provide all the information you need to judiciously choose the product that suits you with descriptions, photos and videos from across the web and we are available by email and telephone to answer each of your questions.

SO THAT YOU ARE ALWAYS SATISFIED

We offer you support after your purchase for any doubt and give you the possibility to return the product if you have a problem. Our work does not end when we sell you a machine, instead we want you to be proud of having it for many years.

Thank you for buying at Kraken Machines!

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